VOL.I NO.5 $3.75 U.S. FUNDS



COMPUTER PROGRAMS



DEAR READERS,

IN THE PAST WE HAVE PUBLISHED VERY FEW GAME PROGRAMS, PLACING MORE EMPHASIS ON EDUCATIONAL, BUSINESS AND HOME ECONOMICS.

WE NOW FEEL THAT IT IS TIME TO SHOW OUR GAME LOVERS THAT THEY ARE NOT BEING NEGLECTED.

IN THIS ISSUE WE HAVE CHOSEN AN ASSORTMENT OF GAMES THAT ARE CERTAIN TO PLEASE.

HAVE FUN WITH THEM UNTIL OUR CHRISTMAS ISSUE ARRIVES IN NOVEMBER. AGAIN, ANOTHER ISSUE THAT WILL BE WORTH WAITING FOR.

CONTEST WINNERS WILL BE ANNOUNCED IN OUR NOVEMBER ISSUE

WE ARE NOW A BI-MONTHLY

THIS ISSUE SUMMARY OF PROGRAMS

SPECIAL GAME ISSUE



3705 BISCAYNE BOULEVARD ● MIAMI, FLORIDA 33137



ADVERTISING RATES AND CONDITIONS

Format	Size*			1 X	2 X	3 X
	Width		Length	*No charge for ad reductions.		
Full Page	7¾"	x	10½"	$75.00	$70.00	$65.00
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¼ Page	3¾"	x	5 "	$25.00	$20.00	$15.00
⅛ Page	3¾"	x	2½"	$15.00	$12.00	$10.00
2 inch	3¾"	x	2 "	$10.00	$ 9.00	$ 8.00
1 inch	3¾"	x	1 "	$ 8.00	$ 7.00	$ 6.00

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Advertisement Size ____________________ Number of Insertions ____________________

Month(s) of JANUARY MARCH MAY
JULY SEPTEMBER NOVEMBER

TOTAL CHARGES $ __________

Please publish our ad as outlined above. Our check is enclosed payable to Basic along with our camera-ready artwork. I have read and understand the terms of this agreement.

COMPANY ____________________

ADDRESS ____________________

CITY ____________ STATE ____________ ZIP ____________

SIGNED ____________________ DATE ____________

The Ultimate in Computer Simulated Warfare

for Timex Computers



INVASION OF RUSSIA, JULY, 1941

16K, 32K, & T/S 2068

and

FALL of the THIRD REICH

DECEMBER, '44 TO APRIL, '45

T/S 2068

WAR IN THE EAST

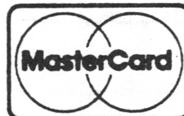
- Map of Eastern Europe, Western Soviet Union, from the Baltic to the Black Sea.
- Single-player game • Player's object to take and hold Moscow (If you can!)
- Supply line • Zone of Control • Rainy seasons and winter have effects on movements.
- 11 different types of divisions and brigades—Panzer, infantry, calvary, etc.
- 5 different possible combat results • Actual reinforcements.
- Different results each time played • 7 page rulebook.

FALL OF THE THIRD REICH

- Map of Central Europe —Holland to Poland, from Denmark to Northern Italy.
- More involved than "War in the East" • Single-Player game (Germans) computer (Allies and Russians).
- A living nightmare for the Player —Must hold off the Allies and Russians for as long as possible.
- Effects of terrain, Zone of Control • Reinforcements • 1 hour to play.
- Multiple attacks • 7 page rulebook.

16K . . 14.95 plus 2.00 S&H
Others 17.95 plus 2.00 S&H





VISA & MASTERCARD WELCOME
Dealer Inquiries Welcome
MORE GAMES
TO COME FOR T/S2068

SHARP'S

127 NINE MILE RD. • SANDSTON, VA 23150 • (804) 737-4895

DISCOVER: A NEW SOURCE OF PROGRAM INFORMATION; BEYOND COMPARE

BI-MONTHLY

WE ARE A BI-MONTHLY PUBLICATION.

OUR NEXT ISSUE WILL BE MAILED IN NOVEMBER.

SUBSCRIBE NOW AND RECEIVE OUR CHRISTMAS ISSUE FREE.

basic

- FUN PROGRAMS
- HOME PROGRAMS
- EDUCATION PROGRAMS
- GRAPHICS PROGRAMS
- SURPRISE PROGRAMS
- SHORT PROGRAMS
- BUSINESS PROGRAMS
- LONG PROGRAMS
- HOW TO IMPROVE PROGRAMS

*** SUBCRIBE NOW! ***

Enclosed is my check for $12.95 US funds to cover a one year subscription. (6 ISSUES) Make check payable to BASIC

☐ ENCLOSED IS AN ORIGINAL, USABLE PROGRAM. I GET AN ADDITIONAL 2 ISSUES FREE.

(OFFER EXPIRES DEC.31, 1984)

NAME ____________________

ADDRESS ____________________

CITY ____________ State _____ Zip _____

BASIC 3705 BISCAYNE BOULEVARD MIAMI, FL 33137

BULLETIN BOARD

PUBLIC NOTICE

DEAR READERS,

DURING THE PAST FEW MONTHS WE HAVE RECEIVED MANY DISCONCERTING LETTERS. LETTERS OF NEGATIVE CONNOTATION THAT PROMPTS US TO WRITE THIS EDITORIAL.

TRUE, MANY OF US HAVE BEEN STUNG FIRST, WHEN TIMEX SINCLAIR STOPPED PUBLISHING. AGAIN, WHEN SYNC STOPPED PUBLISHING. AND, AGAIN WHEN TIMEX SINCLAIR USER DECIDED TO STOP PRINTING.

HOWEVER, WE AT BASIC WISH NOT TO ABANDON OUR READERS. OUR GOALS ARE TO OFFER YOU THE BEST POSSIBLE PROGRAM REFERENCE MATERIAL AVAILABLE. TO UNDERSTAND THIS IS TO UNDERSTAND WHY WE MUST GO TO A BI-MONTHLY FORMAT. KEEP IN MIND THAT QUALITY TAKES MORE TIME TO PRESENT THAN WASTE. WE HOPE TO SUPPLY YOU THE READER, MATERIAL THAT YOU CAN USE AND APPRECIATE. THEREFORE, ALLOW US THE EXTRA TIME NEEDED TO ACHIEVE THIS AND WE ASSURE YOU THAT YOU WILL BE SATISFIED.

REMEMBER ALL SUBSCRIPTIONS ARE BASED ON ISSUES. THUS, IF YOU SUBSCRIBED TO 12 ISSUES THAT IS WHAT YOU SHOULD EXPECT TO RECEIVE. FURTHERMORE, CONSIDER YOURSELF A SELECT GROUP BECAUSE PRICES HAVE UNAVOIDABLY RISEN TO $12.95 FOR 6 ISSUES.

WE HOPE THAT YOU WILL CONTINUE TO ENJOY OUR PUBLICATION AS YOUR CORRESPONDENCE HAS SO STRONGLY EMPHASIZED. YOUR PATRONAGE IS MOST ASSUREDLY APPRECIATED AND YOUR SUPPORT IS NECESSARY FOR OUR CONTINUED SUCCESS.

TRULY YOURS,

BASIC COMPUTER NEWSLETTER

PROGRAM ERROR

IF YOU HAVE NOT ALREADY FOUND THE ERROR IN VOL.I NO.4 "SMALL CHANGES" LINE 1860 HERE IT IS...

LINE 1860 SHOULD READ:

```
1860 IF H$="1" THEN INPUT O$
```

****

```
A * 1810 INP   D$
A * 1820 PRINT D$
A * 1830 PRINT AT 18,0;"TO EDIT ENTE
    R NO. OR C[illegible]"
A * 1840 INPUT H$
A * 1850 IF H$="1" THEN PRINT AT 10,
    11;"                           "
A * 1860 IF H$="1" THEN INPUT A$
A * 1870 PRINT AT 10,11;O$
A * 1880 IF H$="2" THEN PRINT AT 11,
    11;"                           "
A * 1890 IF H$="2" THEN INPUT B$
A * 1900 PRINT AT 11,11;B$
A *   0 IF    "3" TH   PRINT  T 12,
```

Error

GARRY L. CAMPBELL

THANK YOU FOR SUBMITTING YOUR WORD PROCESSOR PROGRAM, PRINTED IN OUR LAST ISSUE.

DEAR READERS

BECAUSE OF THIS SPECIAL GAME ISSUE MANY OF OUR REGULAR COLUMNS WILL NOT APPEAR.

MARK AND TRACEY ZIGO HAVE SENT US MANY VALUABLE PROGRAMS. THE FOLLOWING TWO PROGRAMS ARE WRITTEN FOR THE UNEXPANDED TS-1000. THE FIRST PROGRAM IS CALLED SKY DIVER AND REQUIRES THE USER TO LAND A PARACHUTE ON A SMALL ISLAND USING THE "5" AND "8" ARROW KEYS. WINDS, SHARP PALM TREES AND A HUNGRY SHARK MAKES EACH LANDING VERY INTER-ESTING. THE SECOND PROGRAM IS CALLED FAST DRAW. THE USER HAS TEN CHANCES TO OUTDRAW BAD BART USING THE "F" KEY TO FIRE. YOUR RATING AS A GUNFIGHTER APPEARS AFTER THE TENTH SHOWDOWN WITH BART.

SKI DIVER

```
  30 GOSUB 800
  40 GOSUB 700
  50 CLS
  60 LET S=0
  70 LET Q=5
 100 PRINT AT 20,0;"/////////▀▀▀/
//////////////////////"
 110 GOSUB 510
 130 LET R=INT (3+RND*10)
 140 LET Y=7
 160 FOR P=1 TO 28
 170 PRINT AT 6,P;" ▀▄>"
 180 IF R=-1 THEN GOTO 260
 190 IF P<R THEN GOTO 260
 195 IF Y<=16 THEN GOSUB 530
 210 PRINT AT Y-1,Q;" ";AT Y,R;"
?"
 220 LET Q=R
 230 IF Y>16 THEN GOSUB 300
 240 LET Y=Y+1
 250 LET R=R+(INKEY$="8")-(INKEY
$="5")
 255 IF R<0 THEN LET R=0
 260 NEXT P
 270 PRINT AT 6,28;"    "
 280 GOTO 130
 300 IF R=8 OR (Y=18 AND R=10) O
R (Y=19 AND R=10) THEN GOTO 358
 310 IF Y=19 AND R=9 THEN GOTO 4
50
 320 IF Y=20 THEN GOTO 545
 330 RETURN
 358 PRINT AT 18,0;"OUCH"
 359 GOSUB 510
 360 GOTO 500
 450 LET S=S+1
 470 LET R=-1
 475 GOSUB 510
 480 GOTO 260
 500 PRINT AT 10,0;"SCORE: ";S;A
T 12,0;"PLAY AGAIN? Y/N"
 502 INPUT T$
 503 IF T$="Y" THEN GOTO 50
 505 IF T$<>"Y" THEN GOTO 502
 510 PRINT AT 17,8;"*";AT 18,8;"
█ *";AT 19,8;"█ █"
 520 RETURN
 530 LET Z=INT (RND*3)-1
 532 LET R=R+Z
 538 IF R<0 THEN LET R=R+1
 540 RETURN
 545 PRINT AT 16,0;"SPLASH"
 547 PAUSE 30
 550 IF R<8 THEN GOTO 600
 560 FOR W=30 TO R+1 STEP -1
 570 PRINT AT 20,W-1;">/"
 580 NEXT W
 590 GOTO 630
 600 FOR W=1 TO R-1
 610 PRINT AT 20,W;"/<"
 620 NEXT W
 630 PRINT AT 20,0;"/";AT 16,8;"
CHOMP--SHARKS GOT HIM"
 635 PAUSE 30
 640 GOTO 500
 700 PRINT AT 10,10;"SKY DIVER"
 710 PAUSE 300
 720 RETURN
 800 SLOW
 810 PRINT AT 5,0;"YOU MUST LAND
 A PARACHUTE ON A SMALL ISLAND
USING THE ""5"" AND ""8"" ARROW
 KEYS."
 820 PRINT AT 10,0;"WINDS, SHARP
 PALM TREES AND A   HUNGRY SHARK
 MAKES EACH LANDING VERY INTERES
TING."
 830 PAUSE 600
 840 CLS
 850 RETURN
```

FAST DRAW

```
   1 GOSUB 600
   2 GOSUB 500
   3 CLS
   4 LET I=0
   5 LET H=I
   6 PRINT AT 15,19;"█";AT 16,19
;"█";AT 17,17;"█ █";AT 18,17;"██
█";AT 19,19;"██";AT 20,19;"█"
  10 PRINT AT 3,0;"
[graphics]
"
  15 IF I<>0 THEN RETURN
  30 PAUSE 100
  50 FOR I=1 TO 10
  52 PRINT AT 2,0;"SHOW-DOWN ";I
  55 PRINT AT 16,0;"         ";A
T 17,0;"         "
  60 LET X=(1+RND*10)*50
  70 PAUSE X
  75 IF INKEY$="F" THEN GOTO 400
  80 PRINT AT 9,12;"DRAW"
  90 PAUSE 10
 100 IF INKEY$="F" THEN GOTO 200
 110 IF RND>.5 THEN GOTO 100
 120 PRINT AT 12,21;"▀▀▀"
 130 PAUSE 10
 140 FOR Y=19 TO 10 STEP -1
 150 PRINT AT 12,Y;"+ "
 160 NEXT Y
 170 PRINT AT 12,8;"█▀ "
 190 GOTO 300
 200 PRINT AT 12,9;"▀▀▀"
 210 PAUSE 10
 220 FOR Y=11 TO 20
 230 PRINT AT 12,Y;" +"
 240 NEXT Y
 250 PRINT AT 12,21;" ▀█"
 260 LET H=H+1
 300 PAUSE 100
 307 GOSUB 10
 310 PRINT AT 9,12;"    "
 320 NEXT I
```

```
325 PRINT AT 19,0;"RATING"
330 PRINT "MARSHALL" AND H>8;"C
OWBOY" AND (H=7 OR H=8);"DUDE" A
ND (H=5 OR H=6);"TENDERFOOT" AND
 (H=3 OR H=4);"BOOT HILL" AND H<
3
340 PRINT "PLAY AGAIN? Y/N"
350 INPUT A$
360 IF A$="Y" THEN GOTO 3
370 IF A$<>"Y" THEN GOTO 350
380 STOP
400 PRINT AT 16,0;"TOO SOON,";A
T 17,0;"WAIT FOR DRAW."
405 PAUSE 100
410 GOTO 320
500 PRINT AT 10,10;"FAST DRAW"
510 PAUSE 300
520 RETURN
600 SLOW
610 PRINT AT 5,0;"YOU HAVE 10 C
HANCES TO OUTDRAW BAD BART US
ING THE ""F"" KEY    TO FIRE."
620 PRINT AT 10,0;"YOUR RATING
APPEARS AFTER THE    TENTH SHOWDO
WN WITH BAD BART."
630 PAUSE 500
640 CLS
650 RETURN
```

*** BASIC COMPUTER PROGRAMS ***

OUR NEXT ISSUE

DUE TO ARRIVE

IN NOVEMBER

MR. IMRE AUERSBACHER HAS ONE OF THE MOST IMPRESSIVE PROGRAM LIBRARIES EVER SENT TO US. HERE ARE A FEW GAMES THAT HE WISHES TO SHARE WITH OUR READERS. THANK YOU IMRE. GOOD LUCK WITH YOUR AD ON PAGE 3 IN THIS ISSUE.

STICKS

THIS IS THE GAME OF STICKS. IT IS YOU AGAINST THE ALMIGHTY SINCLAIR COMPUTER. THE GAME IS PLAYED LIKE THIS:

YOU ARE ALLOWED TO MAKE THE FIRST MOVE, BY TAKING A NUMBER OF STICKS FROM THE BOARD (SCREEN). THE TURNS ALTERNATE BETWEEN YOU AND THE COMPUTER, AND WHOEVER TAKES THE LAST STICK LOSES. EACH GAME IS DIFFERENT, AS THE NUMBER OF STICKS AND THE MAXIMUM MOVE PER TURN IS RANDOM. THERE ARE TWO LEVELS OF PLAY, BEGINNER AND EXPERT...

```
STICKS 23      MAX MOVE 7

IIIIIIIIIIIIIIIIIIIIIII

PLAYER MOVE: 7
```

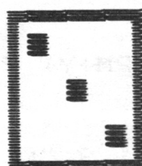
```
3 SLOW
5 RAND
10 PRINT AT 2,3;"GAME OF STICK
S";AT 3,3;"==== == ======";AT 5,
4;"DIFFICULTY";AT 7,5;"1- NOVICE
";AT 8,5;"2- EXPERT";AT 21,1;"EN
TER OPTION:"
15 INPUT D
20 DIM Z$(30)
25 LET Y=INT (RND*21)+10
30 LET MM=INT (RND*7)+2
32 CLS
35 PRINT AT 1,2;"STICKS ";Y;"
"
36 PRINT AT 1,17;"MAX MOVE ";M
M
37 GOSUB 200
38 GOSUB 300
40 PRINT AT 7,3;"PLAYER MOVE:
"
45 INPUT PM
50 PRINT AT 7,16;PM
55 IF (PM<=0)+(PM>MM)+(PM>Y) T
HEN GOTO 40
60 LET Y=Y-PM
65 IF Y>0 THEN GOTO 80
68 PRINT AT 4,1;" ";AT 1,9;"0"
70 PRINT AT 7,3;"YOU LOSE, SUC
KER."
73 PAUSE 100
74 CLS
75 RUN
80 GOSUB 300
85 PRINT AT 1,2;"STICKS ";Y;"
"
88 LET Z=2**2**2**2
90 IF D<>2 THEN GOTO 110
95 LET Z=(Y-1)/(MM+1)
100 LET CM=(MM+1)*(Z-INT Z)+.01
105 GOTO 135
110 LET CM=INT (RND*MM)+1
115 IF Y<>1 THEN GOTO 130
120 LET CM=1
125 GOTO 145
130 IF Y<=MM THEN LET CM=Y-1
135 IF INT CM=0 THEN LET CM=1
140 LET CM=INT CM
145 PRINT AT 7,3;"COMPUTER TAKE
S:";CM
150 LET Y=Y-CM
155 IF Y<>0 THEN GOTO 170
158 PRINT AT 4,1;" ";AT 1,9;"0"
160 PRINT AT 7,3;".....YOU WIN.
...."
163 PAUSE 100
164 CLS
165 RUN
170 GOSUB 300
172 PRINT AT 1,2;"STICKS ";Y;"
"
174 LET Z=2**2**2**2
175 GOTO 40
200 FOR Z=0 TO 63
210 PLOT Z,37
220 PLOT Z,32
230 NEXT Z
240 FOR Z=32 TO 37
250 PLOT 0,Z
260 PLOT 63,Z
270 NEXT Z
290 RETURN
300 PRINT AT 4,1;
305 DIM Z$(30)
308 FOR Z=1 TO Y
310 LET Z$(Z)="I"
315 NEXT Z
318 PRINT Z$
320 RETURN
```

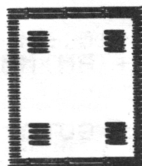
ELECTRONIC DICE

THIS PROGRAM IS SUITABLE FOR PLAYING A NUMBER OF DICE GAMES OR IT MAKES A GOOD SUBSTITUTE FOR A REAL PAIR OF DICE IN CASE YOU DON'T HAVE SOME AT HAND. OR YOU CAN USE IT TO "SPICE UP" SOME OF YOUR OLD BOARD GAMES.

A PAIR OF DICE IS DISPLAYED ON YOUR T.V. SCREEN. TO "ROLL" THE DICE SIMPLY PRESS ANY KEY EXCEPT THE BREAK KEY...

* ELECTRONIC DICE *





DIE 1 DIE 2

```
  3 SLOW
  5 RAND
 10 GOSUB 300
 15 LET A$="   █   "
 20 LET B$="█      "
 25 LET C$="      █"
 30 LET D$="█     █"
 35 LET E$="       "
 40 LET X$="INT (RND*6)+1"
 45 LET A=VAL X$
 50 LET B=VAL X$
 55 GOSUB 100+10*(A-1)
 60 GOSUB 200+10*(B-1)
 70 IF INKEY$="" THEN GOTO 70
 80 PRINT AT 3,2;E$;AT 5,2;E$;A
T 7,2;E$;AT 3,12;E$;AT 5,12;E$;A
T 7,12;E$
 90 GOTO 45
100 PRINT AT 5,2;A$
105 RETURN
110 PRINT AT 3,2;B$;AT 7,2;C$
115 RETURN
120 PRINT AT 3,2;B$;AT 5,2;A$;A
T 7,2;C$
125 RETURN
130 PRINT AT 3,2;D$;AT 7,2;D$
135 RETURN
140 PRINT AT 3,2;D$;AT 5,2;A$;A
T 7,2;D$
145 RETURN
150 PRINT AT 3,2;D$;AT 5,2;D$;A
T 7,2;D$
155 RETURN
200 PRINT AT 5,12;A$
205 RETURN
210 PRINT AT 3,12;B$;AT 7,12;C$
215 RETURN
220 PRINT AT 3,12;B$;AT 5,12;A$
;AT 7,12;C$
225 RETURN
230 PRINT AT 3,12;D$;AT 7,12;D$
235 RETURN
240 PRINT AT 3,12;D$;AT 5,12;A$
;AT 7,12;D$
245 RETURN
250 PRINT AT 3,12;D$;AT 5,12;D$
;AT 7,12;D$
255 RETURN
300 FOR Z=2 TO 35
305 IF Z=16 THEN LET Z=22
310 PLOT Z,39
320 PLOT Z,26
330 NEXT Z
340 FOR Z=26 TO 39
350 PLOT 2,Z
360 PLOT 35,Z
370 PLOT 15,Z
380 PLOT 22,Z
390 NEXT Z
395 PRINT AT 0,0;"* ELECTRONIC
DICE *";AT 10,2;"DIE 1";AT 10,12
;"DIE 2"
400 RETURN
```

SLOT MACHINE

HERE IS AN ENTERTAINING 2K PROGRAM. AN ELECTRONIC SLOT MACHINE YOU CAN USE FOR FUN OR PRACTICE JUST BEFORE YOU GO TO LAS VEGAS OR ATLANTIC CITY.

YOU ARE GIVEN $20 TO START WITH (YOUR BANK ROLL) AND EACH PULL ON THE HANDLE WILL COST YOU $1. TO "PULL THE HANDLE" ON THIS "ELECTRONIC SLOT MACHINE" JUST PRESS ANY KEY EXCEPT BREAK KEY.

*** $1 SLOT MACHINE ***

BELL	PLUM	BELL

PAYOFF $1 BANK= $12

```
  5 RAND
 10 LET B=20
 20 LET X$="LEMON  PLUM ORANGE
BELL CHERRY-BAR-  $100  $200 "
 30 DIM Z$(8,6)
 40 FOR Z=1 TO 8
 50 LET Z$(Z)=X$(6*Z-5 TO 6*Z)
 60 NEXT Z
 70 GOSUB 400
 90 IF INKEY$="" THEN GOTO 90
 95 PRINT AT 8,10;"     "
100 LET X$="INT (RND*8)+1"
102 LET B=B-1
105 PRINT AT 8,14;" BANK= $";B;
"    "
110 LET X=VAL X$
120 PRINT AT 5,2;Z$(X)
130 LET Y=VAL X$
140 PRINT AT 5,10;Z$(Y)
150 LET Z=VAL X$
160 PRINT AT 5,18;Z$(Z)
200 PRINT AT 8,2;"PAYOFF $";
210 LET P=1E2*(X=7)*(Y=7)*(Z=7)
+2E2*(X=8)*(Y=8)*(Z=8)
220 IF P THEN GOTO 300
230 LET P=25*(X=5)*(Y=5)*(Z=5)+
50*(X=6)*(Y=6)*(Z=6)
240 IF P THEN GOTO 300
```

```
 250 LET P=5*((X=5)*(Y=5)+(X=6)*
(Y=6)+(X=4)*(Y=4))
 260 IF P THEN GOTO 300
 270 LET P=10*(X=Y)*(X=Z)
 280 IF P THEN GOTO 300
 290 LET P=2*(X=Y)+(X=Z)
 300 PRINT P
 302 LET B=B+P
 305 PRINT AT 8,22;B;"    "
 310 IF B<=0 THEN GOTO 600
 320 GOTO 90
 400 FOR Z=2 TO 50
 410 PLOT Z,35
 420 PLOT Z,30
 430 NEXT Z
 440 FOR Z=30 TO 35
 450 PLOT 2,Z
 460 PLOT 50,Z
 470 PLOT 18,Z
 480 PLOT 34,Z
 490 NEXT Z
 500 PRINT AT 2,2;"*** $1 SLOT M
ACHINE ***"
 510 PRINT AT 8,14;" BANK= $";B
 520 RETURN
 600 PRINT AT 12,6;"GAME OVER";A
T 14,6;"YOU LOSE....."
```

BOMB SQUAD

WE CAN THANK PETER HOLLIS, WILSON, NC, FOR THE FOLLOWING FUN PACKED EXCITING MAZE GAME.

AS THE GAME CONTINUES THE MAZE BECOMES INCREASINGLY MORE DIFFICULT.

THANK YOU PETER. YOUR "BOMB SQUAD" IS DEFINITELY NOT A "BOMB".

INSTRUCTIONS ARE WRITTEN INTO THE TEXT...

```
   5 REM LOAD "BOMB"
   6 REM BOMB SQUAD
   7 REM BY A. PETER HOLLIS
   8 REM EXCLUSIVELY FOR
   9 REM BASIC COMPUTER PROGRAMS
  10 CLS
  15 LET A$="OKAY? KEY-IN ""Y""-
YES OR ""N""-NO."
  20 LET B$="
                                 "
  25 LET C$="PLEASE KEY-IN AGAIN
."
  30 GOSUB 960
  35 PRINT AT 5,0;"THE MAD BOMBE
R HAS PLANTED HIS  BOMBS (█) IN
THE WALLS AND HALLSOF THE FUN-HO
USE MAZES. MOST AREFAKES, BUT ON
E IS REAL AND YOU  (*) MUST FIND
 IT AND, BY COVER- ING IT, DISAR
M IT. THE BOMB WILLGO OFF IF YOU
 TOUCH THE MAZE, ORIF YOU TAKE T
OO LONG FINDING IT-AND IT MAY EX
PLODE WHEN YOU TRY TO DISARM IT.
";AT 16,9;"""J"" = LEFT";TAB 9;"
""L"" = RIGHT";TAB 9;"""A"" = UP
";TAB 9;"""X"" = DOWN";AT 21,1;"
PRESS ANY LETTER TO CONTINUE."
  40 PAUSE 5E4
  45 GOSUB 975
  50 PRINT AT 5,0;"SCORES WILL B
E POSTED WHEN ALL  THE PLAYERS H
AVE PERISHED. THE  LONGER YOU SU
RVIVE, THE HIGHER  YOUR SCORE. A
 100 POINT BONUS   WILL BE AWARD
ED FOR EACH BOMB   YOU SUCCESSFU
LLY DISARM."
  55 PRINT AT 12,0;"KEY-IN THE N
UMBER OF PLAYERS:"
  60 INPUT N$
  65 PRINT AT 15,14;N$;AT 21,0;A
$
  70 INPUT Q$
  75 IF Q$="N" THEN PRINT AT 15,
14;"  ";AT 21,0;B$;AT 21,0;C$
  80 IF Q$="N" THEN GOTO 60
  85 IF Q$<>"Y" THEN GOTO 70
  90 GOSUB 975
  95 PRINT AT 8,0;"PLEASE KEY-IN
 YOUR FIRST NAME."
 100 LET N=VAL N$
 105 DIM P$(N,10)
 110 FOR P=1 TO N
 115 PRINT AT 11,2;"PLAYER NUMBE
R ";P;": "
 120 INPUT P$(P)
 125 PRINT AT 11,19;P$(P)
 130 PRINT AT 16,0;A$
 135 INPUT Q$
 140 IF Q$="N" THEN PRINT AT 11,
19;"          ";AT 16,0;B$;AT 16
,0;C$
 145 IF Q$="N" THEN GOTO 120
 150 IF Q$<>"Y" THEN GOTO 135
 155 PRINT AT 11,19;"           "
;AT 16,0;B$
 160 NEXT P
 165 GOSUB 975
 170 REM **************VARIABLES
 175 DIM S(N)
 180 DIM O(N)
 185 FOR P=1 TO N
 190 LET S(P)=0
 195 LET O(P)=0
 200 NEXT P
 205 LET N1=0
 210 LET M=1
 215 LET D$=" "
 220 LET E$="▒"
 225 REM ******************PLAY
 230 FOR P=1 TO N
 235 IF O(P)=1 THEN GOTO 345
 240 LET T=100+INT (RND*200)
 245 PRINT AT 12,0;"PLAYER: ";P$
(P);TAB 0;"PRESS ANY LETTER, WAI
T FOR MAZE."
 250 PAUSE 5E4
 255 FAST
 260 GOSUB 975
 265 IF M=1 THEN GOSUB 375
 270 IF M=2 THEN GOSUB 460
 275 IF M=3 THEN GOSUB 520
 280 PRINT AT 20,0;"PLAYER: ";P$
(P)
 285 SLOW
 290 PRINT AT B,A;" "
 295 LET B=B+(INKEY$="X")-(INKEY
$="A")
 300 LET A=A+(INKEY$="L")-(INKEY
$="J")
 305 PRINT AT B,A;
 310 IF PEEK (PEEK 16398+PEEK 16
399*256)=8 THEN GOTO 660
 315 IF B=Y AND A=X THEN GOTO 70
5
 320 LET T=T-1
 325 IF T=0 THEN GOSUB 745
 330 LET S(P)=S(P)+1
 335 PRINT AT B,A;"*"
 340 GOTO 290
 345 NEXT P
 350 IF N1=N THEN GOTO 875
 355 LET M=M+1
 360 IF M>3 THEN LET M=1
 365 GOTO 230
 370 REM *****************MAZE 1
 375 GOSUB 635
 380 FOR Y=6 TO 18
 385 PRINT AT Y,0;E$
 390 FOR X=16 TO 30 STEP 2
```

```
 395 PRINT AT Y,X;" ▒"
 400 NEXT X
 405 NEXT Y
 410 FOR Y=9 TO 19 STEP 4
 415 PRINT AT Y,1;D$;TAB 16;E$
 420 NEXT Y
 425 FOR X=17 TO 29 STEP 4
 430 PRINT AT 6,X-2;D$;AT 18,X;D
$
 435 NEXT X
 440 LET B=18
 445 LET A=15
 450 GOTO 595
 455 REM ****************MAZE 2
 460 GOSUB 635
 465 FOR Y=6 TO 18
 470 PRINT AT Y,0;E$;TAB 9;" ▒ ▒
▒  ▒ ▒ ▒ ";TAB 31;E$
 475 NEXT Y
 480 FOR Y=9 TO 17 STEP 4
 485 PRINT AT Y-2,16;E$;AT Y,1;D
$;TAB 9;E$;TAB 15;E$;TAB 22;E$;T
AB 30;D$
 490 NEXT Y
 495 PRINT AT 6,12;D$;TAB 17;D$;
TAB 21;D$;AT 18,10;D$;TAB 14;D$;
TAB 19;D$
 500 LET B=11
 505 LET A=15
 510 GOTO 595
 515 REM ****************MAZE 3
 520 GOSUB 635
 525 LET X=3
 530 FOR Y=7 TO 17
 535 PRINT AT Y-1,0;E$;TAB 31;E$
;AT Y,X;"▒  ▒   ▒   ▒   ▒   ▒"
 540 LET X=X+1
 545 NEXT Y
 550 PRINT AT 6,6;E$;AT 6,12;E$;
AT 18,0;E$;TAB 19;E$;TAB 25;E$;T
AB 31;E$
 555 LET X=5
 560 FOR Y=9 TO 17 STEP 4
 565 PRINT AT Y,1;D$;AT Y-2,30;D
$;AT Y,X;D$;AT Y-2,X+13;D$
 570 LET X=X+4
 575 NEXT Y
 580 LET B=12
 585 LET A=15
 590 REM *****************BOMBS
 595 FOR I=1 TO 10
 600 LET Y=INT (RND*12)+6
 605 LET X=INT (RND*29)+1
 610 PRINT AT Y,X;"█"
 615 NEXT I
 620 LET E=INT (RND*4)+1
 625 RETURN
 630 REM *************MAZE BASE
 635 FOR Y=5 TO 19 STEP 2
 640 PRINT AT Y,0;"▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒"
 645 NEXT Y
 650 RETURN
 655 REM *********WALL TOUCH EX
 660 GOSUB 790
 665 PRINT AT 7,0;"SORRY, ";P$(P
);TAB 0;"YOU TOUCHED THE WALLS O
F THE     MAZE AND WERE BLOWN TO
BITS."
 670 GOSUB 765
 675 GOTO 345
 680 REM *************DISARM EX
 685 GOSUB 790
 690 PRINT AT 7,0;"SORRY, ";P$(P
);TAB 0;"YOU WERE BLOWN TO SMITH
EREENS   WHILE DISARMING THE BOM
B."
 695 GOSUB 765
 700 GOTO 345
 705 REM ***************DISARM
 710 IF E=1 THEN GOTO 685
 715 GOSUB 975
 720 PRINT AT 7,0;"CONGRATULATIO
NS, ";P$(P);TAB 0;"YOU HAVE SUCC
ESSFULLY DISARMED  THE BOMB."
 725 LET S(P)=S(P)+100
 730 GOSUB 765
 735 GOTO 345
 740 REM **************TIME EX
 745 GOSUB 790
 750 PRINT AT 7,0;"SORRY, ";P$(P
);TAB 0;"YOU TOOK TOO MUCH TIME
AND HAVE BEEN BLOWN TO TIMBUKTU.
"
 755 GOSUB 765
 760 GOTO 345
 765 REM *****************PAUSE
 770 FOR H=1 TO 50
 775 NEXT H
 780 RETURN
 785 REM ***********EX GRAPHICS
 790 FOR I=1 TO 2
 795 FOR Y=0 TO 21 STEP 2
 800 FAST
 805 PRINT AT Y,0;"█ █ █▒▒▒▒▒█
██▒▒▒▒▒▒▒██"
 810 NEXT Y
 815 SLOW
 820 PAUSE 3
 825 FAST
 830 CLS
 835 SLOW
 840 PAUSE 3
 845 NEXT I
 850 LET O(P)=O(P)+1
 855 LET N1=N1+1
 860 GOSUB 960
 865 RETURN
 870 REM ****************SCORES
 875 GOSUB 960
 880 GOSUB 975
 885 PRINT AT 5,12;"SCORES";TAB
12;"██████";
 890 PRINT
 895 FOR P=1 TO N
 900 PRINT P$(P);TAB 14;"=";TAB
20;S(P);TAB 25;"POINTS"
 905 NEXT P
 910 PRINT AT 20,0;"DO YOU WANT
TO PLAY AGAIN?";TAB 0;"KEY-IN ""
Y""-YES OR ""N""-NO."
 915 INPUT Q$
 920 IF Q$="Y" THEN GOSUB 970
 925 IF Q$="Y" THEN GOTO 55
 930 IF Q$<>"N" THEN GOTO 915
 935 GOSUB 970
 940 PRINT AT 10,11;"GOOD-BYE"
 945 PAUSE 500
 950 NEW
 955 REM ******************LOGO
 960 PRINT AT 1,9;"█████████████"
;TAB 9;"█BOMB SQUAD█";TAB 9;"███
██████████"
 965 RETURN
 970 REM *****************CLEAR
 975 FOR Y=4 TO 21
 980 PRINT AT Y,0;"
       "
 985 NEXT Y
 990 RETURN
1000 REM ******************SAVE
1001 SAVE "BOM█"
1002 RUN
```

BASIC PRESENTS

BIORHYTHM

INSTRUCTIONS

IN THIS PROGRAM YOU ARE ASKED TO ENTER YOUR DATE OF BIRTH, AND DATE OF FORECAST. THE COMPUTER THEN CALCULATES WHERE YOU ARE IN EACH OF THE THREE BIORHYTHM CYCLES. THESE CYCLES ARE 23, 28 £ 33 DAYS LONG, RESPECTIVELY: (PEEK) CONDITIONS ARE 1/4 OF THE WAY THROUGH A CYCLE, AND (LOW) ARE 3/4 OF THE WAY THROUGH. THE START/FINISH AND MID-POINTS OF EACH CYCLE ARE BELIEVED TO BE DANGER AREAS.

THIS PROGRAM CALCULATES EACH BIORHYTHM FROM A POSITIVE (1000) TO A NEGATIVE (-1000)

```
  10 SLOW
  20 GOSUB 900
  30 GOSUB 1110
  40 CLS
  50 PRINT
  60 PRINT
  70 PRINT "ENTER DATE OF BIRTH:
"
  80 PRINT "                EXAMPLE"
  90 PRINT "
"
 100 CLEAR "  ENTER INDIVUALLY
MONTH [illegible]
DAY [illegible]
YEAR [illegible]
"
 110 PRINT "
"
 120 PRINT
 130 PRINT "MONTH:";
 140 INPUT B
 150 PRINT B
 160 PRINT
 170 PRINT "DAY:";
 180 INPUT C
 190 PRINT C
 200 PRINT
 210 PRINT "YEAR:";
 220 INPUT A
 230 PRINT A
 240 PAUSE 150
 250 SLOW
 260 LET A=A*365.25+B*30.4+C
 270 CLS
 280 PRINT
 290 PRINT
 300 PRINT "ENTER DATA FOR:     B
IORHYTHM                  FO
RCAST..."
 310 PRINT "
"
 320 PRINT "  ENTER INDIVIDUALLY
 MONTH [illegible]     EXSAMPLE
 DAY [illegible]
 YEAR [illegible]
"
 330 PRINT "
"
 340 PRINT "MONTH:";
 350 INPUT U
 360 PRINT U
 370 PRINT "DAY:";
 380 INPUT Y
 390 PRINT Y
 400 PRINT "YEAR:";
 410 INPUT G
 420 PRINT G
 430 PAUSE 150
 440 LET B=G
 450 LET C=U
 460 LET D=Y
 470 LET B=B*365.25+C*30.4+D-A
 480 LET C=23
 490 PRINT
 500 PRINT "          FORCAST READ
ING          "
 510 PRINT
 520 PRINT "PHYICAL:";
 530 GOSUB 700
 540 LET C=28
 550 PRINT "EMOTIONAL:";
 560 GOSUB 700
 570 LET C=33
 580 PRINT "INTELLECTUAL:";
 590 GOSUB 700
 600 PRINT
 610 PRINT "NOTE: 1000 WOULD BE
YOUR HIGH."
 620 PRINT "  AGAIN?(Y/N) OR (C)
 TO COPY"
 630 PRINT
 640 PAUSE 4E4
 650 IF INKEY$="C" THEN COPY
 660 IF INKEY$="Y" THEN GOTO 270
 670 IF INKEY$="N" THEN GOTO 720
 680 GOTO 640
 690 STOP
 700 PRINT INT (100*SIN ((B-INT
(B/C)*C)/C*2*PI));"O/O"
 710 RETURN
 720 CLS
 730 PRINT
 740 PRINT
 750 FOR I=1 TO 20
 760 PRINT "
"
 770 NEXT I
 780 FOR X=1 TO 20
 790 PRINT AT 8,8;"HAVE A GOOD D
AY"
 800 PRINT AT 8,8;"HAVE A GOOD D
AY"
 810 NEXT X
 820 FOR D=1 TO 10
 830 PRINT AT 10,9;"    BYE"
 840 PRINT AT 10,9;"    BYE"
 850 NEXT D
 860 FOR I=1 TO 100
 870 NEXT I
 880 CLS
 890 STOP
 900 PRINT
 910 PRINT
 920 FOR I=1 TO 20
 930 PRINT "
"
 940 NEXT I
 950 FOR L=1 TO 10
 960 PRINT AT 8,8;"BASIC PRESENT
S"
 970 PRINT AT 8,8;"BASIC PRESENT
S"
 980 NEXT L
 990 FOR Z=1 TO 10
1000 PRINT AT 10,8;"  BIORHYTHM"
1010 PRINT AT 10,8;"  BIORHYTHM"
1020 NEXT Z
1030 FOR X=1 TO 10
1040 PRINT AT 12,10;"(C) 1983"
1050 PRINT AT 12,10;"(C) 1983"
1060 NEXT X
1070 FOR L=1 TO 50
1080 NEXT L
1090 CLS
1100 RETURN
1110 CLS
1120 PRINT
1130 PRINT
1140 PRINT
1150 PRINT
```

```
1160 PRINT
1170 FOR I=1 TO 10
1180 PRINT "                            "
1190 NEXT I
1200 FOR I=1 TO 10
1210 NEXT I
1220 PRINT AT 8,7;" INSTRUCTIONS"
1230 PRINT AT 10,7;" YES (1) NO (2)"
1240 INPUT N$
1250 IF N$="1" THEN GOTO 1280
1260 IF N$="2" THEN GOTO 40
1270 IF N$<>"1" OR N$<>"2" THEN
GOTO 1240
1280 FOR I=1 TO 10
1290 NEXT I
1300 CLS
1310 PRINT AT 1,0;"          INSTRUCTIONS          "
1320 PRINT
1330 PRINT "IN THIS PROGRAM YOU
ARE ASKED TOENTER  YOUR  DATE OF
 BIRTH,  ANDDATE  OF  FORECAST.
THE COMPUTERTHEN  CALCULATES  WH
ERE  YOU AREIN EACH OF  THE THRE
E  BIORHYTHMCYCLES. THESE CYCLES
 ARE  23, 28"
1340 PRINT "£  33  DAYS LONG,  R
ESPECTIVELY:(PEEK) CONDITIONS AR
E 1/4 OF THEWAY THROUGH  A CYCLE
,  AND (LOW)ARE  3/4  OF  THE  W
AY  THROUGH.THE START/FINISH  AN
D MID-POINTSOF EACH   CYCLE   AR
E   BELIEVEDTO BE DANGER AREAS."
1350 PRINT
1360 PRINT "THIS  PROGRAM   CALC
ULATES  EACHBIORHYTHM FROM A POS
ITIVE (1000)TO A NEGATIVE (-1000
)"
1370 PRINT
1380 PRINT "          TO CONTINUE,
(1)"
1390 INPUT K$
1400 IF K$="1" THEN GOTO 40
1410 IF K$<>"1" THEN GOTO 1390
```


THE NEXT FEW PROGRAMS WRITTEN BY MICHAEL GRAFF, ARLINGTON, VA.

THANK'S MICHAEL. WE HAVE ENJOYED PLAYING THEM WHILE COMPOSING THIS ISSUE.

STAR EATER

IN THIS PROGRAM CLOSE ATTENTION MUST BE GIVEN TO AVOIDING POISON PELLETS AND THOUGHT MUST BE APPLIED TO EATING ALL THE STARS BEFORE RUNNING OUT OF MOVES...

```
MOVES = 97
```

```
  5 CLS
 10 FAST
 20 LET R=0
 30 LET C=R
 40 LET A$="0"
 50 LET NR=R
 60 LET NC=R
 70 LET V=R
 80 LET I=R
 90 LET J=R
100 LET K=R
110 GOSUB 5000
120 SLOW
130 REM   MAKE MOVES TO PLAY
140 FOR I=1 TO J
150 PRINT AT R,C;" "
160 IF INKEY$="" THEN GOTO 160
170 LET A$=INKEY$
180 LET NR=R+(1 AND A$="6" AND
(R+1)<21)-(1 AND A$="7" AND (R-1
)>-1)
190 LET NC=C+(1 AND A$="8" AND
(C+1)<32)-(1 AND A$="5" AND (C-1
)>-1)
200 PRINT AT NR,NC;
210 LET V=((PEEK (PEEK 16398+25
6*PEEK 16399))*100)+300
220 IF V=18300 THEN GOTO 160
230 GOTO V
300 REM  COMPLETE REGULAR MOVE
310 PRINT AT R,C;" "
320 LET R=NR
330 LET C=NC
340 NEXT I
400 REM  YOU LOSE - MOVES GONE
```

```
 410 CLS
 420 PRINT AT 5,0;"MOVES USED UP
.";AT 8,0;"YOU LOSE.";AT 21,4;"A
NOTHER GAME ? Y/N"
 425 PAUSE 4E4
 430 IF INKEY$="Y" THEN RUN
 440 IF INKEY$="N" THEN GOTO 520
0
 445 GOTO 425
 450 FAST
 460 CLS
 470 GOTO 110
1700 REM POISON EATEN PENALTY
1710 PRINT AT R,C;" "
1720 LET I=I+INT (RND*5)+6
1730 LET R=NR
1740 LET C=NC
1750 FOR V=1 TO 6
1760 PRINT AT R,C;"█";AT R,C;" "
;AT R,C;"▒";AT R,C;" "
1770 NEXT V
1780 IF I>=J THEN GOTO 410
1790 PRINT AT 21,8;J-I;"  "
1800 NEXT I
2600 REM STAR EATEN --- BONUS
2610 FAST
2620 LET I=I-3
2630 LET K=K-1
2640 IF K=0 THEN GOTO 3000
2650 PRINT AT 21,8;J-I;"  ";AT R
,C;" "
2660 LET R=NR
2670 LET C=NC
2680 SLOW
2690 NEXT I
3000 REM YOU WIN --- GAME ENDS
3010 CLS
3020 PRINT AT 5,0;"CONGRATULATIO
NS.";AT 8,5;"YOU GOT THEM ALL...
";AT 10,5;"WITH ";J-I;" MOVES TO
 SPARE.";AT 21,3;"ANOTHER GAME ?
 Y/N "
3030 SLOW
3035 PAUSE 4E4
3040 IF INKEY$="Y" THEN RUN
3050 IF INKEY$="N" THEN GOTO 520
0
3055 GOTO 3035
3060 FAST
3070 CLS
3080 GOTO 110
5000 REM SET THE GAME SCREEN
5010 LET K=INT (RND*16)+15
5020 LET J=(INT (RND*(K*2)))+50
5030 FOR I=1 TO K
5040 LET R=INT (RND*21)
5050 LET C=INT (RND*32)
5060 PRINT AT R,C;
5070 IF PEEK (PEEK 16398+256*PEE
K 16399)<>0 THEN GOTO 5040
5080 PRINT AT R,C;"*"
5090 IF (INT (I/2))*2=I THEN NEX
T I
5100 LET R=INT (RND*21)
5110 LET C=INT (RND*32)
5120 PRINT AT R,C;
5130 IF PEEK (PEEK 16398+256*PEE
K 16399)<>0 THEN GOTO 5100
5140 PRINT AT R,C;":"
5150 NEXT I
5160 LET R=21
5170 LET C=15
5180 PRINT AT 21,0;"MOVES = ";J
5190 RETURN
5200 CLS
5210 PRINT AT 10,8;"SEE YOU LATE
R"
```

BOMB DOG

HERE YOU MUST FIND THE BOMB BEFORE IT EXPLODES. IF YOU COME WITHIN FIVE MOVES OF THE BOMB THEN A WARM SIGNAL WILL FLASH AT THE BOTTOM OF THE SCREEN...

```
          *
          *
          *
          *
          *
          *
          *
          *
          *
          *
          ************▒
                  *************
                  *************
```

```
   5 CLS
  10 REM BOMB DOG
  20 RAND 0
  30 LET X=0
  40 LET Y=X
  50 LET A$="     "
  60 LET B$=" WARM "
  70 LET C$="        "
  72 LET D$="
"
  74 LET E$="

"
  80 LET H=X
  90 LET A=INT (RND*30)+1
 100 LET B=INT (RND*20)+1
 110 LET C=A-5
 120 LET D=A+5
 130 LET E=B-5
 140 LET F=B+5
 150 LET X=INT (RND*30)+1
 160 IF ABS (A-X)<10 THEN GOTO 1
50
 170 LET Y=INT (RND*20)+1
 180 IF ABS (B-Y)<8 THEN GOTO 17
0
 190 PRINT AT 0,0;C$;C$;C$;C$;AT
 21,0;C$;C$;C$;C$
 200 FOR Z=1 TO 20
 210 PRINT AT Z,0;"█";AT Z,31;"█
"
 220 NEXT Z
 230 LET M=0
 240 LET K=INT (RND*50)+26
 250 POKE 16437,255
 260 POKE 16436,255
 270 SLOW
 280 PRINT AT Y,X;" ";AT Y,X;"*"
 290 IF INKEY$="" THEN GOTO 280
 300 LET Z=CODE INKEY$
 310 IF Z<33 OR Z>36 THEN GOTO 2
80
 320 GOTO (Z-29)*100
```

```
 400 LET X=X-1
 410 IF X<1 THEN LET X=1
 420 GOTO 800
 500 LET Y=Y+1
 510 IF Y>20 THEN LET Y=20
 520 GOTO 800
 600 LET Y=Y-1
 610 IF Y<1 THEN LET Y=1
 620 GOTO 800
 700 LET X=X+1
 710 IF X>30 THEN LET X=30
 800 IF X=A AND Y=B THEN GOTO 10
00
 810 LET M=M+1
 820 IF M>K THEN GOTO 2000
 830 PRINT AT Y,X;"*"
 840 IF X>C AND X<D AND Y>E AND
Y<F THEN PRINT AT 21,12;A$;AT 21
,12;B$;AT 21,12;A$;AT 21,12;B$;A
T 21,12;B$;AT 21,12;C$
 850 GOTO 290
1000 LET F=INT ((100000/((65535-
PEEK 16436-256*PEEK 16437)/60))+
(100000/M))
1010 FOR Z=1 TO 21
1020 PRINT AT B,A;" ";AT B,A;"B"
;AT B,A;"█"
1030 NEXT Z
1040 IF F>H THEN LET H=F
1050 PRINT AT 0,2;"SCORE ";F;"
 HIGHEST ";H;AT 21,7;"ANOTHER
GAME? Y/N"
1055 PAUSE 4E4
1060 IF INKEY$="Y" THEN RUN
1070 IF INKEY$="N" THEN GOTO 300
0
1075 GOTO 1055
1080 FAST
1090 CLS
1100 GOTO 90
2000 PRINT AT B,A;"█";AT B,A;"*"
;AT B,A;"█";AT B,A;"▚";AT B,A;"▞
";AT B,A;"▒";AT B,A;"▒";AT B,A;"
."
2010 PRINT AT 9,0;"▒▒▒▒▒▒▒▒▒▒▒▒▒
▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒
▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒";AT 6,0;D$;A
T 13,0;D$;AT 3,0;D$;AT 16,0;D$;A
T 0,0;D$;AT 19,0;D$
2020 PRINT AT 9,0;"



                       ";AT 6,0;E$;A
T 13,0;E$;AT 3,0;E$;AT 16,0;E$;A
T 0,0;E$;AT 19,0;E$
2030 FAST
2040 CLS
2050 PRINT AT 2,6;"
      ";AT 3,6;" THE BOMB EXPLOD
ED ";AT 4,6;"
";AT 8,11;"YOU LOSE";AT 10,0;"
                               ";
AT 17,0;"HIGHEST SCORE SO FAR: "
;H;AT 21,0;"ANOTHER GAME ?  Y/N"
2060 SLOW
2065 PAUSE 4E4
2070 IF INKEY$="Y" THEN RUN
2080 IF INKEY$="N" THEN GOTO 300
0
2085 GOTO 2065
2090 FAST
2100 CLS
2110 GOTO 90
3000 CLS
3010 PRINT AT 11,10;"THANK YOU"
```

2K LASER BLASTER

THIS NIFTY LITTLE PROGRAM ALLOWS YOU TEN CHANCES TO BLAST THE ALIEN SHIP OUT OF THE SKY. TO FIRE, PRESS ANY KEY EXCEPT BREAK.

```
█-- -----------------------------



4 HITS

GO AGAIN?  Y OR N



█-- -----------------------------
                               █



7 HITS

GO AGAIN?  Y OR N
```

```
   1 LET W=VAL "1"
   2 LET F=VAL "5"
   3 LET D=VAL "21"
   4 LET V=VAL "30"
   5 LET S=VAL "0"
   6 FOR I=W TO VAL "10"
   7 CLS
   8 LET T=INT (RND*VAL "15")+F
   9 PRINT AT T,V;"█"
  10 FOR L=W TO D
  11 PRINT AT L-W,W;"   ";AT L,W
;"█--"
  12 IF INKEY$<>"" THEN GOTO VAL
 "15"
  13 NEXT L
  14 GOTO D
  15 PRINT AT L,VAL "4";" ------
---------------------"
  16 IF L<>T THEN GOTO D
  17 FOR L=W TO F
  18 PRINT AT T,V;"█";AT T,V;"▒"
;AT T,V;" "
  19 NEXT L
  20 LET S=S+W
  21 NEXT I
  22 CLS
  23 PRINT AT 2,1;S;" HITS";AT F
,W;"GO AGAIN?  Y OR N"
  24 IF INKEY$="" THEN GOTO VAL
"24"
  25 IF INKEY$<>"N" THEN GOTO F
```



PHEONIX ENTERPRISES
1780 N. DuPont Hwy.
No.17,Dover, DE 19901
1-(302)-734-0179





TIMEX has left, but we HAVEN'T! Just look at the software we've gathered up for you TS 2068 owners! This QUICKSILVA software has been marketed in Europe for over a year and is now considered to be among the finest available! Now we've got them all for your TS 2068 on cassette. Every order for QS TS 2068 software will receive a 1984 QS Calandar absolutely free!

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And TIMEX 1000/1500 owners, we haven't forgotten about you either!

Just look at what goodies we've dug up for you! QUICKSILVA also makes programs for your computers! And we've got them.

3D Black Star............$9.95
Croaka Crawla............$9.95
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Gulp Man...................$19.95
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And look at this TS 1000/1500 software! We challenge anybody to beat these prices! This software is brand-new and up to 50% off list!! ALL of these are in limited supply so ACT NOW!!!

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Math Raiders 1000............	$14.95......................	$9.99
	171.45	109.89

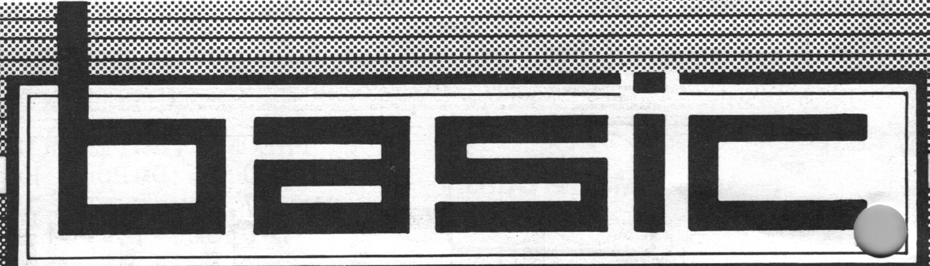
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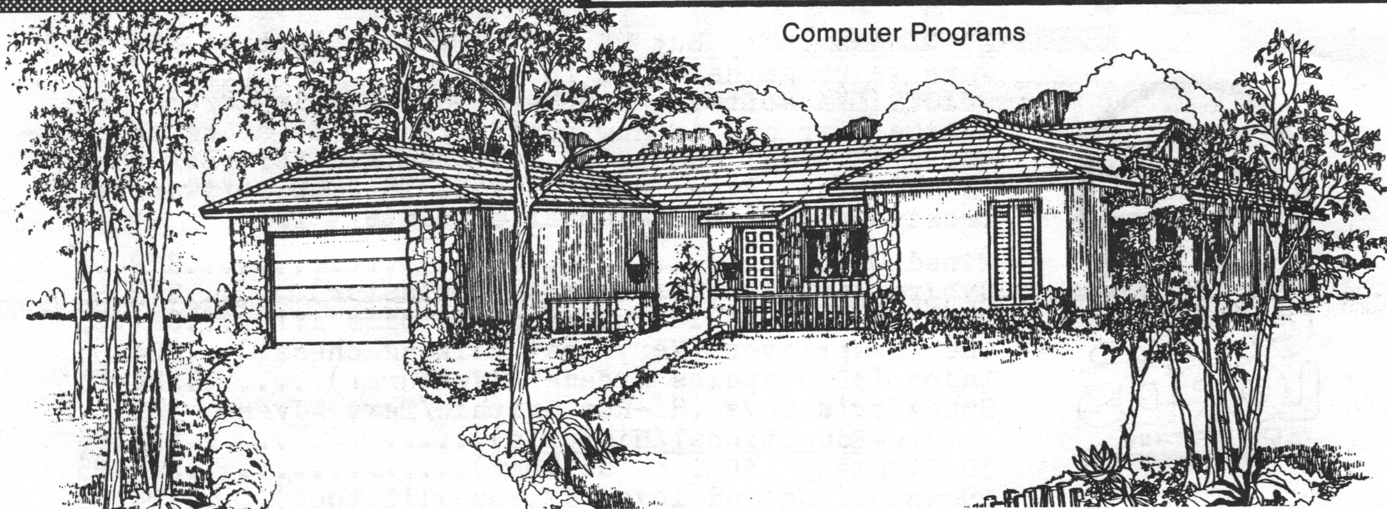
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Computer Programs



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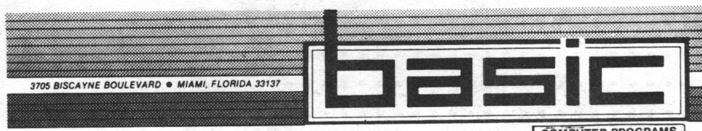
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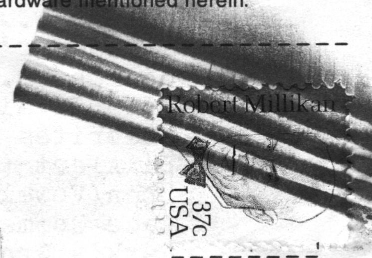
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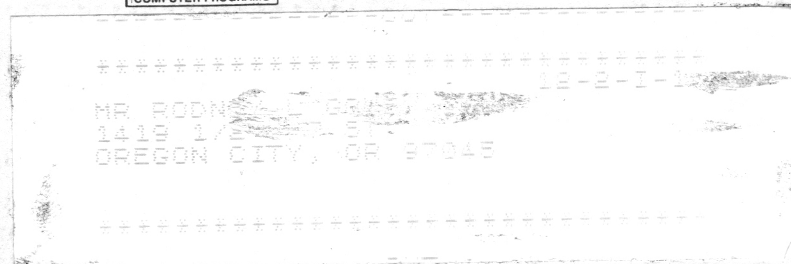
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